**Operant Conditioning Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. Operant conditioning: response freely given by organism followed by reinforcement or punishment.

stimulus 🡪 response 🡪 reinforcement or punishment 🡪 change in likelihood of response

2. **Types** of reinforcement and punishment:

a. Positive reinforcement: something is added to increase the likelihood of the behavior in the future.

b. Negative reinforcement: something is subtracted to increase the likelihood of the behavior in the future.

c. Positive punishment: something is added to decrease the likelihood of the behavior in the future.

d. Negative punishment: something is subtracted to decrease the likelihood of the behavior in the future.

e. Both types of reinforcement increase behavior and both types of punishment decrease behavior. Think about positive and negative as mathematical terms, not as "good" and "bad".

f. Individuality of consequences: whether something is a reinforcement or punishment depends on the individual; what may be reinforcing for one person may not be for another.

3. Principles of operant conditioning:

a. Extinction: if the reinforcement is discontinued, the response will gradually fade and then stop.

b. Timing of consequences: the sooner the reinforcement or punishment occurs after the response, the greater its effect. If the delay is too long, the organism may not make the connection between its response and the   
consequence.

c. Stimulus generalization: the response may generalize to stimuli that resemble the original stimulus to which the organism responded.

d. Stimulus discrimination: the tendency of a response to occur in the presence of one stimulus, but not another similar stimulus.

e. Shaping: procedure in which successive approximations of a desired response are reinforced. This is used when the organism does not have the desired behavior in its repertoire or if the probability of the behavior occurring is low.